SAMURAI SHODOWN ANTHOLOGY™

TEEN
T
CONTENT RATED BY ESRB

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⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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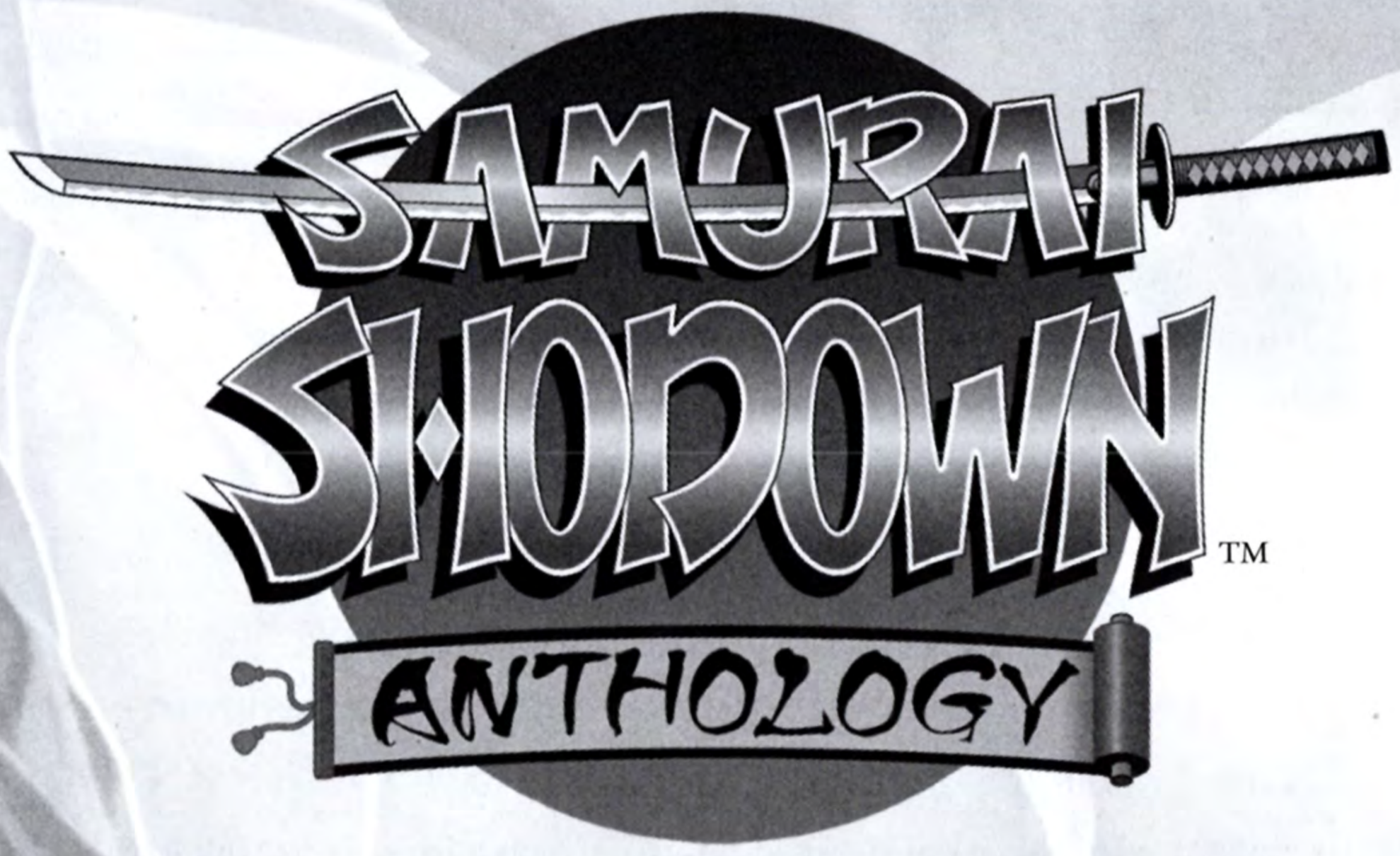

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A special message from SNK PLAYMORE

Thank you for purchasing this game. We are proud to bring you this collection of **SAMURAI SHODOWN**. Be sure to read this instruction manual thoroughly before you start playing. We don't want you to miss a thing.

All titles are © SNK PLAYMORE
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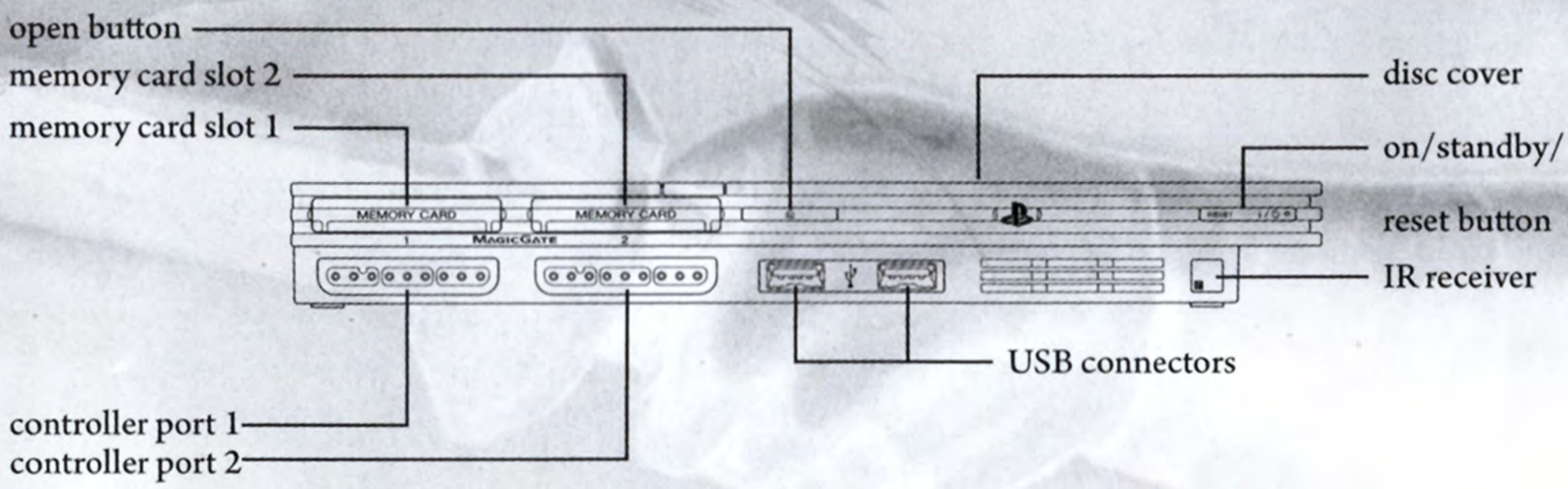
Please note: SAMURAI SHODOWN ANTHOLOGY was under development at the time this manual was written. The game contents are subject to change without any notice.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the SAMURAI SHODOWN ANTHOLOGY disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

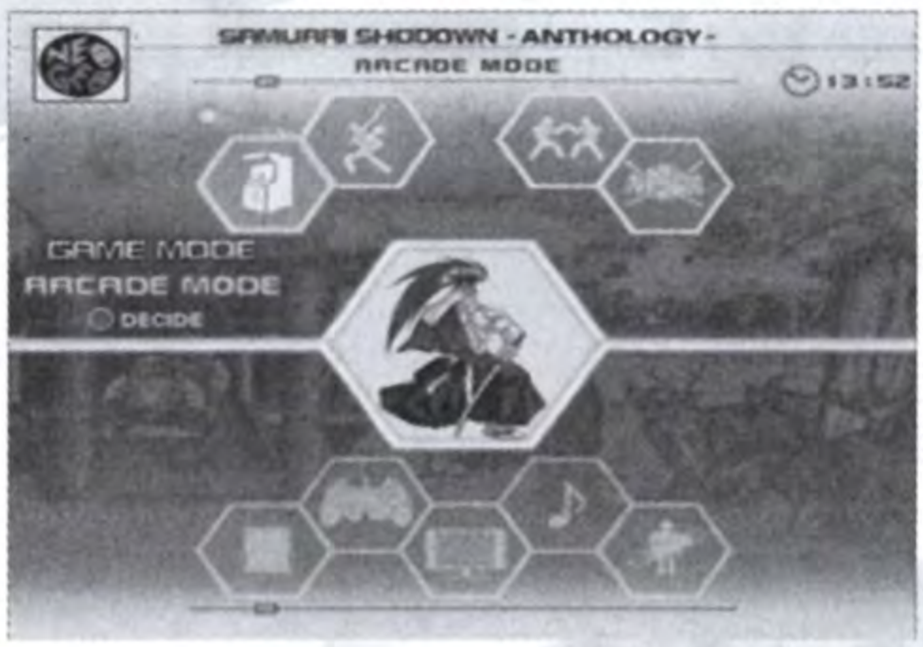
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

BEGINNING THE GAME



Press the **START** button during the opening cinematic to access the Main Game screen. From here you will be able to choose a Game Mode or adjust various Game Options.

GAME MODES

ARCADE MODE

Choose from 5 Samurai Shodown games to play. Use the directional buttons to cycle through the games: **Samurai Shodown**, **Samurai Shodown II**, **Samurai Shodown III**, **Samurai Shodown IV**, and **Samurai Shodown V**. Select a game by pressing the ⊗ button.

PRACTICE MODE

Practice the moves of your favorite character. Push the **SELECT** button in Practice Mode to call up the Pause Menu to adjust various settings.

VS MODE

To battle a friend in a 2-player game, attach an additional controller to activate VS mode. Player 2 can also "burst in" at any time during a one player game.

SAMURAI SHODOWN VI

Play Samurai Shodown VI (see page 16 for a complete description)

GAME OPTIONS

There are 5 Game Option items you can select on the Main Menu screen.

SAVE & LOAD

You can save and load game data using a "PlayStation 2" Memory Card (8MB). Select items with the ⬆⬇ directional buttons and press the ⊗ button to confirm.

LOAD - Loads saved game data
SAVE - Saves game data
AUTO SAVE - Toggle On/Off to save game data automatically.
EXIT - Returns you to the Main Menu screen.

When saving game data, 136KB or more of open memory is required on the "PlayStation 2" Memory Card (8MB).

KEY SETTING

In each game title you can change the settings for buttons on the Player 1 and Player 2 controllers. Move the cursor to "TITLE" and use the ⬅ or ➡ directional buttons to call up that title's Controls menu. Select the commands you want to change with the ⬆⬇ directional buttons and push the button you want to use for the function (pushing the **SELECT** button returns everything to their initial settings). Select "EXIT" when you finish changing the settings to return to the Main Menu screen.

GAME OPTIONS

GRAPHIC SETTING

This lets you change various settings related to the screen display. Select items with the ⬆⬇ directional buttons and change settings using the ⬅ or ➡ directional buttons.

SCREEN - Lets you change the width of the picture display area to "TYPE A" or "TYPE B."

POSITION X - Lets you move the picture display area right or left. Changing numbers to positive values moves the picture to the right, and negative values moves it to the left.

POSITION Y - This allows you to move the picture display area up or down. Changing numbers to positive values moves the picture down, and minus values move it up.

FOCUS - Lets you set the game display image to either normal or soft.

EXIT - Returns you to the Main Menu screen.

SOUND SETTING

This allows you to change audio output modes, adjust various soundtrack selections and volume levels, and play selections.

OUTPUT – Adjust the audio output to stereo or mono.

BGM - Set the soundtrack version to either normal or arranged.

BGM LEVEL – Adjust the volume to one of 10 levels.

BGM CHECK – Listen to individual song tracks. Change the selection number by using the directional buttons and push the ⊗ button to play the selection.

EXIT - Returns you to the Main Menu screen.

CHARACTER EDIT

Edit the look of your favorite character by customizing the color pallete. Press the **SELECT** button to restore default settings. (See page 17 Character Edit for more details)

PAUSE MENU

Pushing the **SELECT** Button during battles calls up the following Pause Menu options. Pushing the ◉ button again resumes game play.

CONTINUE - Resumes the game.

SKILL LIST - Displays the move commands for the character of the player who paused game play.

KEY SETTING - Select this to view/change the current controller settings.

RESTART - Restart your battle

EXIT TO MAIN MENU - Ends the battle and returns you to the Main Menu.(multiplayer pause menu only)

BEGINNING BATTLES

Select a game you would like to play from the Main menu and then push the **START** button on the title screen.

In SS 3 & 4, you will also have the option to select your technique type (Slash or Bust) and battle grade (Beginner Grade, Medium Grade, and Upper Grade).

CHARACTER SELECT - Select a character to use.

BEGIN THE BATTLE! - Matches consist of three rounds and the first to win two rounds is the victor.

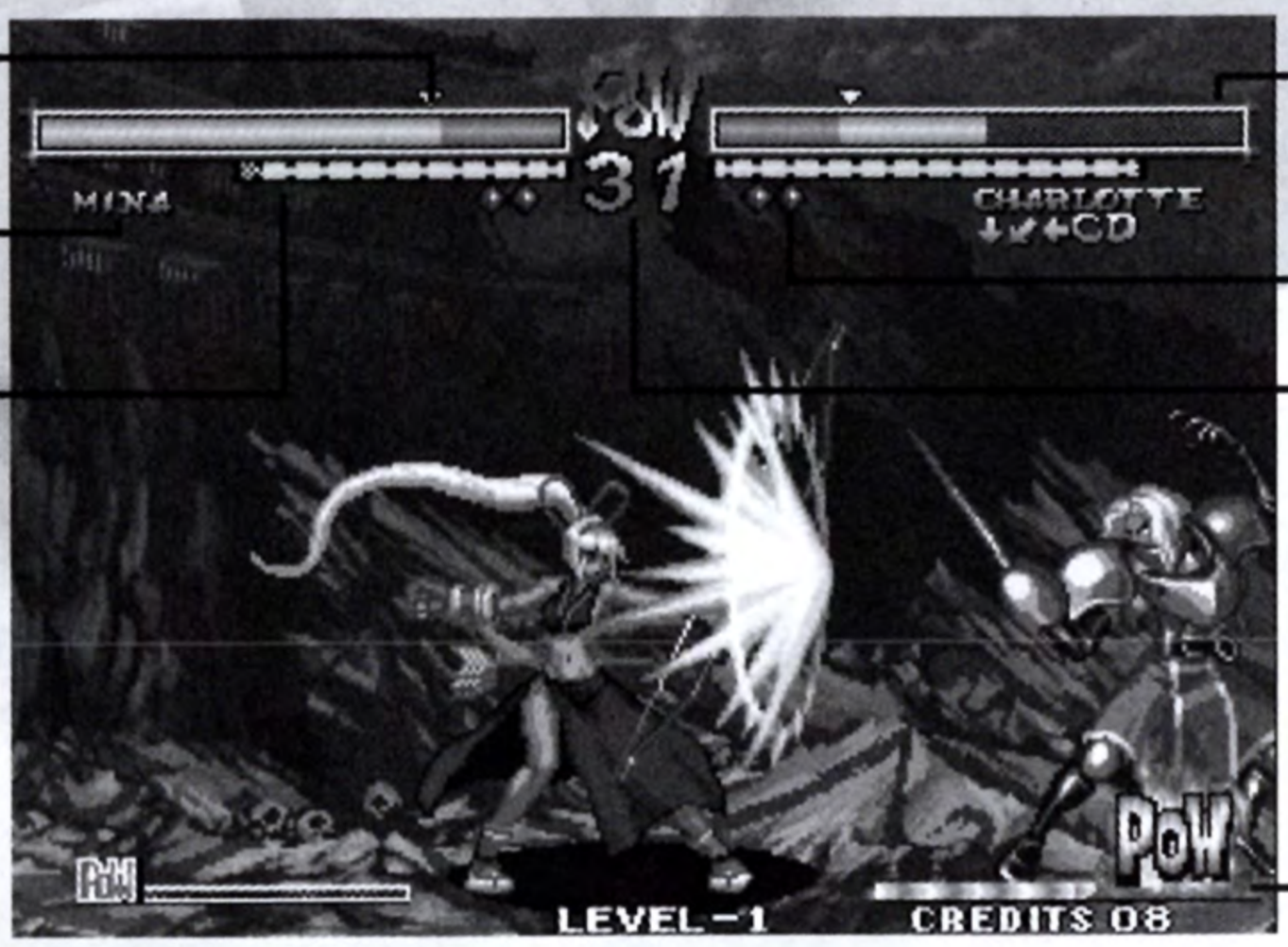
GAME OVERVIEW

BASIC COMMANDS

The following symbols are used to describe basic commands. All commands are described in their initial settings and for characters moving from left to right on screen. Please note the following default controller configurations are used for each game.

→	Push the right direction key.
←	Push the left direction key.
↑	Push the top direction key.
↓	Push the bottom direction key.
↗	Push the top and right direction keys together.
↘	Push the bottom and right direction keys together.
↖	Push the top and left direction keys together.
↙	Push the bottom and left direction keys together.
MOVE	→ (forward) or ← (backward)
STEP-IN DASH	→ → quickly
FLYING RETREAT	← ← quickly
JUMP	↑ or ↖ or ↗
CROUCH	↓ or ↙ or ↘
GUARD	Against an attack, ← (upper guard) or ↙ (crouching guard)
⊗ BUTTON	Light Slash
□ BUTTON	Medium Slash
○ BUTTON	Strong Slash **Note: The circle button changes depending on the game.**
△ BUTTON	Kick **Note: The circle button changes depending on the game.**
R1 BUTTON	Special Moves
L1 BUTTON	Light Slash + Medium Slash
START Button	Provocation (Move the **Direction Key** left or right ← →)
Direction Key	Move, Jump, Crouch, Step-in, Flying Retreat, Guard

GAME SCREEN



TIME LIMIT
Shows the amount of time remaining for the round, and the match is decided based on the amount of remaining life energy when time runs out.

ENERGY GAUGE
Shows the remaining amount of life energy for the character and the first one who runs out loses.

CHARACTER NAME
Shows the name of the character.

MEDITATION GAUGE
Shows psychic strength of the character.

SWORD GAUGE
Shows the character's attack power.

VICTORY MARK
These appear when you win a round. The first player to win two rounds wins the match.

RAGE GAUGE
Shows the extent of the character's rage.

Please note: The above screen is from SAMURAI SHODOWN V. Each game is slightly different and may or may not include the listed items.

SAMURAI SHODOWN

Story: The end of 1788 sees a rash of calamities visiting all corners of the world. Mysterious plagues, regional disasters, and successive wars plunge populations into panic and despair. One looks upon all the chaos and grins. Shiro Tokisada Amakusa is his name. Once vanquished by the Tokugawa Shogunate, he is now back from the dead with dark powers stemming from his hatred toward the Shogunate. Wielding his unearthly influence, he schemes to spread his false religion and lead the world to ruin. In such an age of calamity, some take up arms to risk their beliefs at the edge of a sword. As if pulled together by fate, they venture into the upheaval to meet, battle, and find their destinies.

ADDITIONAL COMMANDS

STRONG SLASH	▢ + ✕ (or R1 button)
STRONG KICK	○ + △ (or R2 button)
NORMAL BODY TOSS	Near opponent, ← or → + ✕ (or R1 button)
LOCKING SWORDS	Push ▢ repeatedly when your weapons lock.
WEAPON PICKUP	(When unarmed) Push ▢ or ○ near a weapon.

SPECIAL FEATURES:

LOCKING SWORDS

When characters lock blades, the screen at right appears. Repeatedly tap the Light Slash button (▢ or ○ in the initial settings) to battle it out. If you win, you can disarm your opponent.

IF DISARMED...

Should you be disarmed, your weapon attack changes to a barehanded attack, disabling some Deadly Moves. Push a slash attack button at your weapon's location or ▢ to pick it up.

BAREHANDED SWORD SNAG

You can stop your enemy's weapon attack without taking any damage even when barehanded. Try a barehanded attack against your enemy's weapon attack. If timed correctly, you'll succeed. A hint for success is to rush into your enemy's inside zone.

RAGE GAUGE

The Rage Gauge rises as you're hit with attacks and when it reaches MAX, the Rage Explosion occurs. Characters in the enraged state turn red and all attack strength increases for a fixed time.
Even if the round changes the Rage Explosion continues for the fixed amount of time.

DEADLY MOVES

You're able to use these when you enter specific commands for each character.
Check Deadly move commands with the "SKILL LIST" of the Pause Menu.

ITEMS

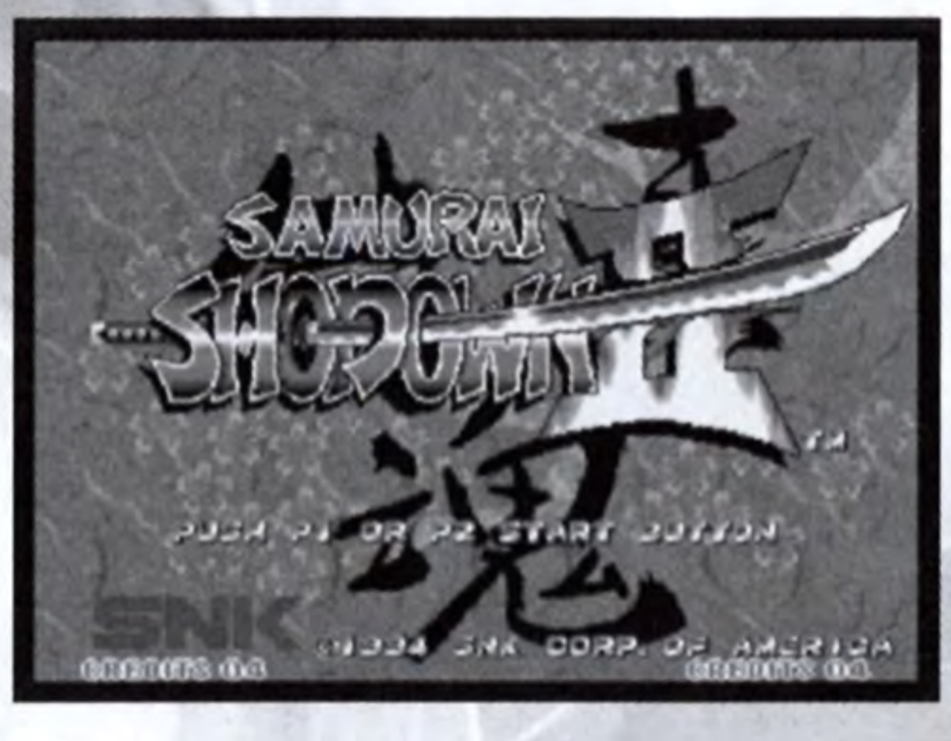
The Edo Express Delivery Man appears during battles and lobs items at you. There are three types of items listed below.

BOMB - These explode when a certain amount of time elapses after they're dropped. Use a guard move to avoid damage.

MEAT - These restore life energy by an amount proportionate to its size.

MONEY - A certain amount of points for small coins, large coins, multiple coins, and treasure boxes are added to your score.

SAMURAI SHODOWN II



Story: Shiro Tokisada Amakusa, who sucked a tranquil world into a vortex of calamity, is dead. But the Dark Deity Ambrosia, Amakusa's evil puppeteer, has not abandoned the plans for revenge on the world. Then one night, months after Amakusa's end, Haohmaru is assailed during a nighttime jaunt. Naturally Haohmaru, not about to meet his maker here, subdues the stranger. "Your soul one day will be mine... Ambrosia lives...!" At the stranger's gibberish, a momentary sparkle flashes in Haohmaru's eye. "Amakusa, I presume...? Or perhaps...?"

ADDITIONAL COMMANDS

FORWARD ROLL	↘↘ quickly
BACKWARD ROLL	↙↙ quickly
SUPPLICANT SPRAWL	↓↓ quickly
NORMAL BODY TOSS 1	Near opponent, ← or → + ⊗ or □ + ⊗ (or R1 button)
NORMAL BODY TOSS 2	Near opponent, ← or → + ○ or △ + ○ (or R2 button)
LOCKING SWORDS	Push □ or ⊗ repeatedly when your weapons lock.
WEAPON PICKUP	(When unarmed) Push □ or ○ near a weapon.
BAREHANDED SWORD SNAG	(When unarmed) Enter ←↙↓↘→ right before your enemy's slash attack is about to hit you.
PROVOCATION	Push □+△ or ⊗+○ at a distance from opponent.
SPECIAL MOVES	Enter the specific commands.
WEAPON-BREAKING SPECIAL MOVES	Enter specific commands (when the Rage Gauge hits MAX).
ANIMAL SUIT	Enter specific commands.

SAMURAI SHODOWN II

SPECIAL FEATURES:

WEAPON-BREAKING SPECIAL MOVES

You can use powerful special moves that can destroy your enemy's weapon when the Rage Gauge reaches MAX. These can be used by entering the specific command for each character. **You can check weapon-breaking special move commands with the "MOVE LIST" of the Pause Menu.**

ANIMAL SUIT

Entering specific commands for characters puts them in an animal costume for a certain period of time. **You can check animal suit commands with the "MOVE LIST" of the Pause Menu.**

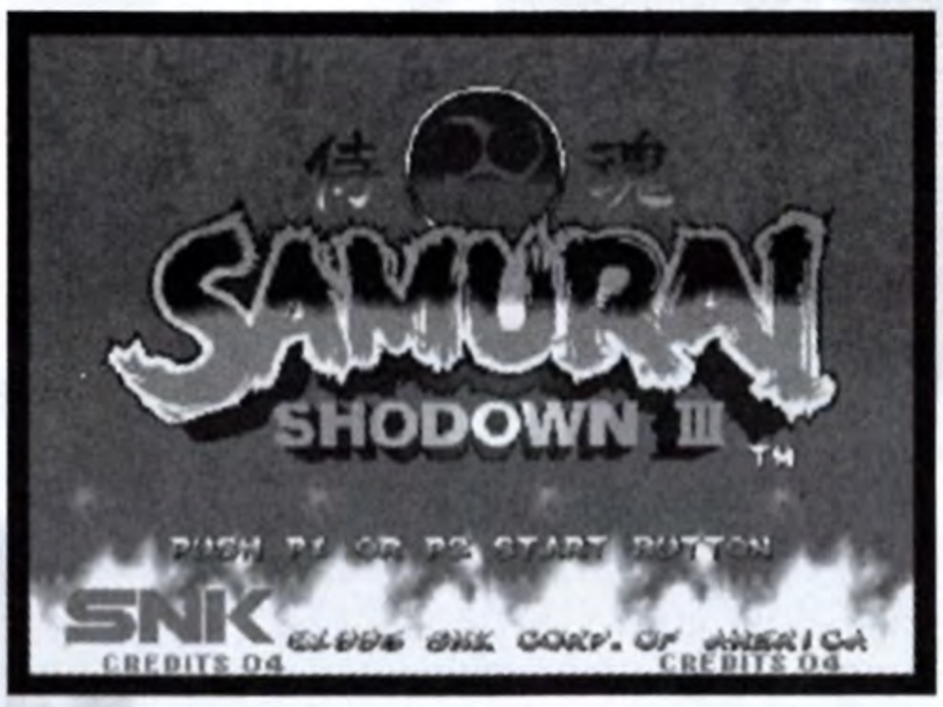
BACKSTEP DASH

This is a feint where you pretend to jump away from opponents then dash forward.

The following are also available in Samurai Shodown II. Please see their descriptions under Samurai Shodown

BAREHANDED SWORD SNAG
RAGE GAUGE
SPECIAL MOVES
ITEMS – Same as Samurai Shodown except no Money item

SAMURAI SHODOWN III



Story: Most merely call him the "demon." The man's name? Zankuro Minazuki. At one point, Zankuro had begun a series of indiscriminate attacks on villages, slaughtering all their inhabitants. Those who met Zankuro's blade shrieked their last then sank into a sea of blood. The one who could stop this fiend's frenzy was nowhere to be found. Then, one day, in a certain village, Zankuro failed to kill a baby. Some insist he couldn't. To this day, no one truly knows why. But from then on, Zankuro would only set his sights on attacking armed samurai. Years passed.... Now, as if drawn by some unknown force, a group of warriors confident in their own abilities are determined to turn the table. They share a single goal—the head of the "demon" Zankuro Minazuki.

ADDITIONAL COMMANDS

MIKIRI	Push □ + ⊗ (or R1 button) at a distance from the enemy
BACK ATTACK	Push □ + ⊗ (or R1 button) near opponent
SUDDEN SLASH	→ + (⊗ + △)
LEG SWEEP	↘ + ◎
LOW AIM ATTACK	→ + ◎ (Upper Guard disabled)
CONTAINING ATTACK	↙ + ◎
HIGH KICK	← + ◎

BLOW BACK ATTACK (DEFENSE BREAKER)	Near opponent, ➡ + △
DRAG BACK ATTACK (DEFENSE BREAKER)	Near opponent, ⬅ + △
LOCKING SWORDS	Push □ or ✕ or △ or ○ repeatedly when your weapons lock.
WEAPON PICKUP	Push □ or ✕ or △ or ○ near a weapon (when unarmed).
BAREHANDED SWORD SNAG	(When unarmed) Enter ⬅↙⬇↘➡ right before your enemy's slash attack is about to hit you.
STUN THRUST	(With weapon) Enter ⬅↙⬇↘➡ right before your enemy's slash attack is about to hit you.
RAGE BUILD	Push down on □ + ✕ + △ simultaneously
DEADLY MOVE	Enter specific commands.
KNOCKING ON THE SWORD SPECIAL ATTACK	Enter specific commands (when Rage Gauge is at MAX.)

You can check Special Move and Knocking-on-the-Sword Special Move commands with the "MOVE LIST" of the Pause Menu.

SPECIAL FEATURES

LEVEL SELECT (Beginners Class/Upper Grade/Medium Grade)

After selecting a personality, you can choose a character's level (combat condition) using Level Select. There are three types of levels described below.

Beginners Class (for Beginners) - Automatically guards against enemy attacks for only a certain number of attacks.

Upper Grade (for Intermediate players) - The normal state. The Rage Gauge rises with damage from attacks or Rage Build.

Medium Grade (for Advanced players) - The Rage Gauge always remains at MAX. Guards are disabled.

MIKIRI/BACK ATTACK

There are two ways to avoid attacks. At a distance from your enemy you can anticipate an attack to avoid it, or you can spin around to your opponent's back when nearby.

SUDDEN SLASH

Attack while making a small jump. Crouching guards are impossible using this attack.

"KNOCKING ON THE SWORD" SPECIAL MOVES

When the Rage Gauge reaches MAX, you can use a powerful attack that knocks weapons out of your opponents' hands. Entering the specific commands for each character lets you use this move. **You can check Knocking-on-the-Sword Special Move commands with the "MOVE LIST" of the Pause Menu.**

The following are also available in Samurai Shodown III. Please see their descriptions under Samurai Shodown

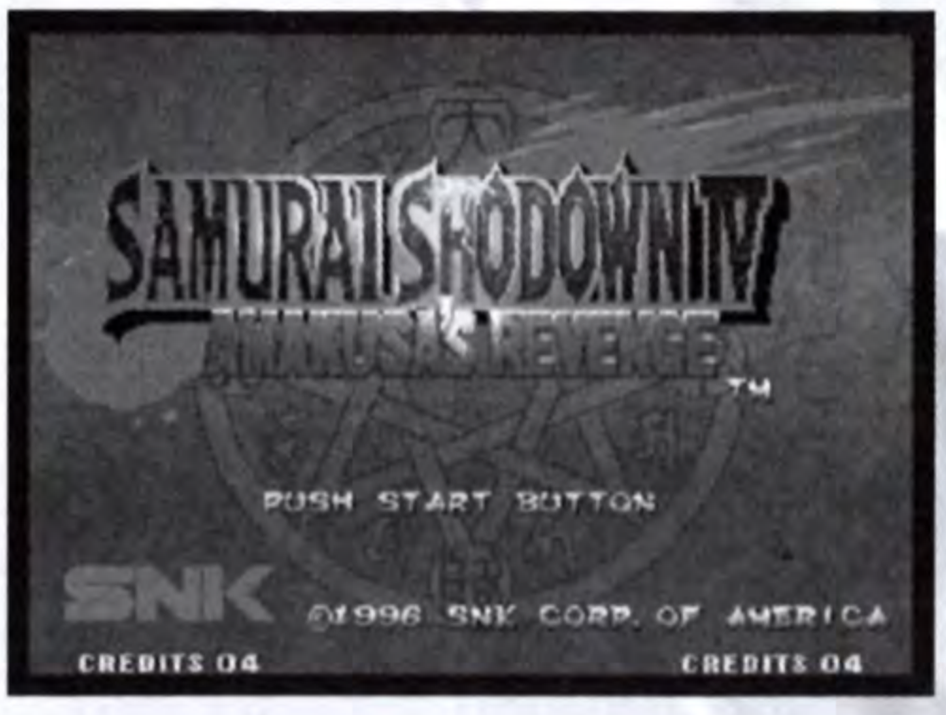
RAGE GAUGE
SPECIAL MOVES
ITEMS - Same as Samurai Shodown except no Money item

SAMURAI SHODOWN III

HOW TO USE THE HIDDEN CHARACTER "ZANKURO MINAZUKI"

You can use the "Zankuro Minazuki" character only in two-player battles (including burst-in play) of Arcade Mode, Practice Mode, and VS Mode. After moving the cursor to characters in the following sequence—Haohmaru→Genjuro Kibagami→Basara the Executioner→Kyoshiro Senryo→Ukyo Ta chibana→Rimururu→Haohmaru→Shizumaru Hisame→Nakoruru→Hanzo Hattori→Shiro Tokisada Amakusa→Gaira Caffeine→Galford→Shizumaru Hisame—on the Character Select screen, push □ + ⊗ buttons while pressing down on the **START** button to confirm when 3 seconds are left for the time limit countdown. **There is no time countdown for Practice Mode or VS Mode. You can use the character by merely entering the command above.**

SAMURAI SHODOWN IV



Story: The year is 1789. In the midst of unending tragedies around the globe— crop failure from freezing, floods, fires and famine—a sinister castle suddenly appears in Hizen's Shimabara. Its lord, Shiro Tokisada Amakusa. Shiro Tokisada, who had once returned from the Netherworld and was slain in the midst of his evil ambitions, is back yet again to conquer our world. Having swallowed the Shimabara peninsula, the castle grows larger by the day. The people come to call it "Castle Amakusa," and pray for salvation as they tremble in fear. Little do they know that this will summon an even greater calamity…

SPECIAL FEATURES

COMBO SLASH

This lets you use continuous normal attacks like light, medium, and strong slashes. There are a number of button sequences to push continuously in order to be able to carry out a maximum of 14 continuous slashes.

14 continuous slashes (in the initial settings)

After entering △ + ○ simultaneously, push □□⊗⊗△△□⊗△△△△△ in order while pushing the Direction Key to the right ➡.

RAGE EXPLOSION

For every match, you can activate the Rage Explosion in exchange for your Rage Gauge. Once activated, a special gauge appears (at this instant only you become invincible) and you can use the Combo Slashes and Fatal Flash attacks until it runs out.

The lower your remaining life, the longer your Rage Explosion lasts.

After activation, you must fight the remaining rounds without the Rage Gauge.

Combo Slash - This automatically produces short Combo Slashes. With continuous input, you can repeat these for a maximum of four levels.

Fatal Flash - This is a powerful charging move you can use only once. The less remaining life energy you have, the more this move's power increases.

KNOCKING ON THE SWORD SPECIAL MOVE

Reaching the maximum Rage level or you activating a Rage Explosion lets you execute a powerful special move to knock weapons out of your opponents' hands (the command is the same for all characters).

SAMURAI SHODOWN IV

The following are also available in Samurai Shodown IV. Please see their descriptions under Samurai Shodown III

LEVEL SELECT (Honor Sword/Power Sword/Holy Sword) – Rage Explosion cannot be used

"KNOCKING ON THE SWORD" SPECIAL ATTACKS – Activate using Rage Explosion as well. (the command is the same for all characters)

RAGE GAUGE

SPECIAL MOVES

ITEMS - Same as Samurai Shodown except no Money item

ADDITIONAL COMMANDS

SLASH	□ (Light) or ✕ (Medium) or △ (Strong)
KICK	○
EVASION	At a distance from opponent, □ + ✕ (or R1 button)
BACK ATTACK	Push □ + ✕ (or R1 button) near opponent
SUDDEN SLASH	✕+△ (or L1 button)
LOW BACK ATTACK (DEFENSE BREAKER)	Near opponent, → + △
DRAG BACK ATTACK (DEFENSE BREAKER)	Near opponent, ← + △
BLOCKING SWORDS	Push □ or ✕ or △ or ○ repeatedly when your weapons lock.
BAREHANDED SWORDSNAG	(When unarmed) Enter ↓↙←→+ ○ right before your enemy's slash attack hits you.
STUN THRUST	(With weapon) Enter ↓↙←→+ ○ right before your enemy's slash attack hits you.
PUNISHING POUNCE 1	When opponent is down at a certain distance, ↓ or ↘ + □ or ✕ or △
PUNISHING POUNCE 2	When opponent is down, ↑ or ↗ + □ or ✕ or △
MOVING RISE	When down, ← or →
QUICK RISE	When down, ↖or ↑ or ↗
DOWNED RECOVERY	When down, ↓ + □ or ✕ or △ or ○ tapped repeatedly. (Restores a little bit of Life Energy)
COMBO SLASH	After entering △ + ○, enter □□□ or □✕△ or ✕✕△. **Or use only △ + ○ only with the Beginner Class level.**
WEAPON TOSS CHALLENGE	**START** button (3 times)
WEAPON PICKUP	Push □ or ✕ near a weapon (when unarmed).
RAGE EXPLOSION	□+✕+△ **Can only be used at the Honor Sword level.**
COMBO SLASH	During Rage Explosion, □+✕+△.
FATAL FLASH	During Rage Explosion, ✕+△+○.
DEADLY MOVE	Enter specific commands.
KNOCKING ON THE SWORD SPECIAL MOVE	Enter a specific command (when Rage Gauge is at MAX.)

You can check Special Move and "Knocking on the Sword" Special Move commands with the "MOVE LIST" of the Pause Menu.

SAMURAI SHODOWN V

Story: 1786. In the midst of the chaos and suffering from the great famine of Tenmei, riots and destruction reign over the world. People are tormented by unparalleled catastrophes and lose hope with lives in which their suffering knows no end. The Shogunate devises countermeasures but to no avail, and the land plunges into unprecedented crisis. In the midst of this, a general raises his standard of revolt and vies for supremacy. His name is Gaoh Kyogoku Hinowanokami. Gaoh seeks warriors finding common ground with his beliefs, from the northern land of Ezo to the far reaches of southern Ryukyu. Was it the propagation of his aspirations? Or was it all just coincidence? But those who entrust their souls to their swords now find themselves simultaneously converging toward a common destiny.

ADDITIONAL COMMANDS

SLASH	□ (Light) or ⊗ (Medium) or △ (Strong)
KICK	△
MEDITATION	◎ pressed down
PLUNGING ATTACK	→ + ◎
LOW EVASION	← + ◎
FORWARD ROLL	↘ + ◎
BACKWARD ROLL	↙ + ◎
SUPPLICANT SPRAWL	↓ + ◎
DEFENSE BREAKER	Near opponent, → or ← + △
BREAKER SLASH	After a Defense Breaker move, enter □ or ⊗ or □ + ⊗ (or R1 button)
POWER DEFENSE	↓↙←→ + ◎
SUDDEN SLASH	⊗ + △ (or L1 button)
POUNCE JAB	When opponent is down, ↓ + (⊗ + △) (or L1 button)
POUNCE THRUST	When opponent is down, ↑ + (⊗ + △) (or L1 button)
MOVING RISE	When down, ← or →
QUICK RISE	When down, ↖ or ↑ or ↗
BAREHANDED SWORD SNAG	(When unarmed) Enter ↓↙←→ + ◎ right before your enemy's slash attack hits you.
WEAPON TOSS CHALLENGE	**START** (3 times)
WEAPON PICKUP	Push □ near a weapon (when unarmed).
RAGE EXPLOSION	□ + ⊗ + △ (or R2 button)
CONCENTRATION ONE	←↙↓ + (△ + ◎)

FATAL FLASH	During Concentration One, ✕ + △ + ○ (or L2 button)
DEADLY MOVE	Enter specific commands.
"KNOCKING ON THE SWORD" SPECIAL MOVE	While the Rage Gauge is at MAX or during a Rage Explosion, enter ↓↘→ + (△+○).Some characters have separate commands.

SPECIAL FEATURES:

SWORD SPIRIT GAUGE

This represents the character's attack strength. The Sword Spirit gauge decreases while making slash attacks but increases (replenishes) as time elapses. The greater the amount of the Sword Spirit gauge, the more powerful your attack strength becomes and when it reaches MAX greatly increases it. When your rage reaches MAX, the Sword Spirit gauge extends and your attack strength also hits its maximum level.

CONCENTRATION ONE GAUGE & MEDITATION

The ▣ symbol above the Life Gauge represents the Concentration One Gauge reflecting the character's psychic power. Continuing to meditate while the rage gauge is full, increases the Concentration One gauge in exchange for the Rage Gauge's decrease and that portion of the Life Gauge turns red. As the Concentration One Gauge gets longer, the amount of time the Concentration One can last also gets longer. **You can't meditate when the Rage Gauge reaches MAX or used up.**

CONCENTRATION ONE

When you meet three conditions—entering a round that will end the game if you lose, the Concentration One meter amount exceeds your remaining life energy, and you're not in a Rage Explosion—your Life Energy Gauge turns blue letting you activate Concentration One. When you activate Concentration One, the Rage Gauge disappears to reveal a special gauge showing the amount of time lasting for this state. You get the effects below until the time of this special gauge runs out. **Concentration One ends if you're hit with an attack or use a Fatal Flash move.**

Effects of CONCENTRATION ONE

- The flow of time slows down along with your opponent's movements.
- Your character can move at normal speed.
- You can use powerful thrusting "Fatal Flash" moves.

The following are also available in Samurai Shodown V. Please see their descriptions under Samurai Shodown III & IV

KNOCKING ON THE SWORD" SPECIAL ATTACKS – Activate using Rage Explosion as well. (the command is the same for all characters)

RAGE GAUGE

RAGE EXPOLOSION

SPECIAL MOVES

ITEMS - Same as Samurai Shodown except no Money item

HOW TO USE THE HIDDEN CHARACTER "POPPY"

You can use "Poppy" in Arcade Mode, Practice Mode, or VS Mode. On the Character Select screen match the cursor to Galford, Kazuki Kazama, Galford, Kyoshiro Senryo, Galford, Kazuki Kazama Galford, Kyoshiro Senryo, Galford in this order and push ▣ to confirm.
Activating Burst-In Play during a computer battle returns the character to Galford.

SAMURAI SHODOWN VI

Story: The official notice of the Sunpu tournament in the Imperial presence was first announced in Edo and word spread to various lands, finally becoming familiar news throughout the world. The age: Tenmei. The venue: The world. The prize: Glory. The curtain now rises on the samurai world's greatest spectacle. "En garde! Let the games begin!"

Push the **START** button during the opening cinematic or when the title screen is displayed to call up Title Menu screen. This will all allow you to select from the modes shown below.

ARCADE MODE - This lets you play computer battles similar to the Arcade version.
PRACTICE - This is a mode in which you practice against computer-controlled characters.
SURVIVAL MODE - A mode in which you take on an onslaught of computer-controlled characters.
SPIRITS EDIT MODE - A mode in which you combine a number of actions to create original Sword Types.
COLOR EDIT MODE - A mode in which you can change the color of characters.
(See page 17 for details)
GALLERY MODE - A mode in which you can look over the endings for each character and a variety of art work.
SOUNDTRACK: This lets you listen to soundtrack selections heard during the game.
ENDING: This lets you see the ending sequences for each character.
ART WORK: This lets you look at various illustrations for the game.
OPTION MODE - A mode that lets you change various game settings.
EXIT TO MAIN MENU - Returns you to the "Samurai Shodown Anthology" Main Menu.

SPECIAL FEATURES:

SPIRIT SELECT

SPIRIT I

An arrangement of the "Samurai Shodown" system characterized by high attack and defense power.

SPIRIT VI

This title's original system. As you succeed in various types of Slides of Abandonment (mikiri/evasion/low evasion), the Secret Special Attack gauge rises. The Spirit Gauge rises as you make attacks.

SPIRIT VIII

This spirit level is for customizing characters, letting you freely use each characteristic from each Spirit option.

SWORD SPIRIT GAUGE

This represents the character's attack strength. The Sword Spirit gauge decreases in proportion to the damage you give to your opponent, and it decreases a fixed amount based on the strength of your attack even when you miss. The Sword Spirit Gauge restores itself with the passing of time and the color changes based on its level.

WHEN GREEN...
When the amount of the gauge drops below 90%, it turns green and your attack strength decreases in proportion to the gauge amount. When it runs out, attack strength drops to 30% of normal.
WHEN ORANGE...
When the gauge amount exceeds 90%, it turns orange. The attack strength is 100%.

WHEN FLASHING RED...
When the gauge amount reaches 100% it flashes red. A Sword Spirit MAX bonus is added to your score and your attack strength increases. **The amount of the point bonus varies with each Spirit type.**

ITEMS
The Edo Express Delivery Man periodically appears during battles to lob items your way during battle. There are various types of items among these such as those that restore life energy when you pick them up or those you can toss at your opponent to attack. Some items are introduced here.

Examples of Items

SUSHI - Restores your life energy. The amount of life restored increases with their grade in the following order: egg→salmon roe→toro→premium sushi.
BIG COIN - Adds bonus points to your score. They appear only in computer battles.
BOMB - These explode when a certain amount of time elapses after they're dropped. It's impossible to guard against these.
KNIFE - When you throw it at your opponent you can give him damage. You can guard against these.
VIAL - When you throw it at opponents, their defensive strength decreases by 20%. You can't guard against these.

HOW TO USE EDITED COLORS
When you want to use a character color you have created, decide on a character while pushing down on the select button on the Character Select screen.

COLOR EDIT
You can edit and save character colors as you desire. You can create up to a maximum of 5 colors for each character, so possible colors combinations reach 10 when you add them to the 5 default colors of the △,□,○,✕ and R1 button.

COLOR EDIT/SAVE
To begin with, select a character and then select a default color to edit. On the color edit screen, there are separate screens on which you can edit the colors for the character, weapons, etc. When you select an image and decide on the color palette, increase or decrease color bar values to change colors. When you've finished editing, save your edited color using PlayStation 2 Memory Card (8MB) Save & Load .

HOW TO USE EDIT COLORS
To use the color edited and saved with Color Edit Mode, push down on the – button when selecting a character and push any of the △,□,○,✕ and R1 buttons.

CHARACTER EDIT

NOTE: THE FOLLOWING MODE IS ONLY FOR SAMURAI SHODOWN I-V

You can create your own original character color. The number of character colors you can create varies with each title.

1) SELECT TITLE & CHARACTER

First move the Direction Key left or right (⬅ ➡) to select a title. Next, move the cursor to the "CHARACTER" item and choose the character you want to change(*1).

2) SELECT PALETTE & COLORS

Move the Direction Key up or down (⬆ ⬇) to select a palette and push the ⊗ button to comfirm.(*2) Next, move the Direction Key left or right(⬅ ➡) to choose a color you want to change and push the ⊗ button to confirm.

3) CHANGING COLORS

Select a color bar moving the Direction Key up or down (⬆ ⬇) and change color gradations moving it left or right(⬅ ➡). When you push the ⊗ button, you determine the color you changed (Push the ◎ button return to the previous color). (*3)

Further, you can copy and paste default colors and those you change. Select the palette & color you want to copy and push the ▣ button, and then select the color you want to paste and push the △ button. Repeat these steps to change colors and select "EXIT" when you finish. This returns you to the Main Menu screen.

(*1) When you push the **SELECT** button with the "CHARACTER" item, all of that character's colors return to their initial settings.

(*2) The number of palettes you can use vary with each character.

(*3) Pushing the select button while selecting a color returns that color to its original setting.

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NOTES

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